APPENDIX A – CONTRACT TERMS AND CONDITIONS
Official Product Name: "Will <entity> record <above/below/exactly/at least/between> <count> <stat> in <time period> of <hockey game>?"
Rulebook: HOCKEYENTITYSTAT

HOCKEYENTITYSTAT

Scope: These rules shall apply to this contract.
Underlying: The Underlying for this Contract is the official attribution of <stat> in <time period> of <hockey game>. For team-specific markets, only statistics accumulated by the specified team count. For game totals, statistics from both teams are combined. Statistics recorded during regulation time, overtime periods, and the shootout shall count toward the Underlying, unless <time period> specifies otherwise. Revisions to the Underlying made after Expiration will not be accounted for in determining the Expiration Value.
Source Agency: The Source Agencies are, in hierarchical order, the league governing <hockey game>, ESPN, Fox Sports, and the official broadcaster of <hockey game>.
Type: The type of Contract is an Event Contract.
Issuance: After the initial Contract, Contract iterations will be listed on an as-needed basis at the discretion of the Exchange and corresponding to the risk management needs of Members.
<entity> : <entity> refers to either a hockey team or a hockey player officially entered in a <hockey game> as recognized by the governing body of the competition (e.g., NHL, NCAA, IIHF) and specified by the Exchange. If <entity> is a team, it is defined by the franchise, school, or national side name as listed on the official schedule, and shall be tracked through official name changes. If <entity> is a player, it is defined by the athlete's full name as listed on the official roster of the governing body or team, with the full name governing where two or more players share the same surname. <entity> may also be referred to in the singular or plural, as any team or group of teams, or any player or group of players, identified with AND/OR logic, within a set of hockey games, teams, players or players within teams (including within or representative of the whole season or tournament participants), or by distinguishing characteristics, and may also take the forms "Any" or "None."
<above/below/exactly/at least/between>: <above/below/exactly/at least/between> refers to comparison operators. "Above" means greater than (>), "below" means less than (<), "exactly" means equal to (=), "at least" means greater than or equal to (≥), and "between" means within an inclusive range (≥ lower bound and ≤ upper bound).
<count>: <count> refers to a numerical value specified by the Exchange. <count> may take the form of, but is not limited to, integer or non-integer values (e.g. 4 or 4.5). <count> may also take the form(s) of a cumulative or discrete value.

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<stat>: <stat> refers to an official hockey statistic as recorded in the league's box score and/or play-by-play for the relevant competition (e.g., NHL, NCAA, IIHF). It may include, but is not limited to: goals, assists, points, shots on goal, hits, blocked shots, penalty minutes, plus/minus, faceoff wins, time on ice, power-play goals/points, short-handed goals/points, game-winning goals, empty-net goals, goaltender saves, goals-against, save percentage, shutouts, and goaltender decisions (win/loss/OTL). When <stat> is specified in the singular (e.g., "assists"), it denotes the count of that statistic; when multiple statistics are joined by AND/OR, "AND" refers to the cumulative numerical total across the listed statistics, and "OR" refers to the highest single count among them unless otherwise stated. <stat> may also denote an ordered event (e.g., first goal, last goal, first save, last penalty assessed), in which case it refers to the first/last occurrence as recorded in the official play-by-play, including overtime and the shootout unless otherwise specified. Where <entity> is specified as a team, winning the shootout counts for one (1) goal for the team that won the shootout. Otherwise, shootout attempts and results do not count toward goals, assists, or points unless expressly stated. Where permitted, <stat> may take the forms "Any" or "None", and may also take on numerical values to further augment or define the statistic in question.
<time period> : <time period> refers to a segment of <hockey game> or the tournament at which <hockey game> is played specified by the Exchange. <time period> may take, but is not limited to the following forms:

- Entire game, which refers to the time period encapsulating regulation time, overtime, and the shootout.
- Entire game excluding overtime and the shootout (i.e. regulation time only game), which refers to regulation time with no overtime and no shootout.
- Overtime or penalties only
- A period or subsegment of the game specified in the singular or in the plural when used with AND/OR operators (e.g. first period and second period, first period or third period)
- Any period cross the entire game or a subset of the game, which may be satisfied if at least one of the aforementioned segments of the game meets the stated Payout Criterion
- Each period across the entire game, or each subset of the game, which may be satisfied if ALL of the aforementioned segments of the game meets the stated Payout Criterion
- A given time period denoted in minutes and/or seconds of matchplay, in an amount of at least 10 minutes in length.
- A given segment or subsection of a competition, or the competition in its entirety

<time period> may also take the forms of any segment in a set range, refer in the singular or the multiple, by distinguishing characteristics (e.g. any hockey game involving a team from New York), "Any" or "None". Where not specified otherwise, <time period> shall be understood to refer to the sum of regulation time, overtime, and the shootout.
<hockey game> : <hockey game> refers to an officially scheduled contest between two teams as recognized by the National Hockey League (NHL) or the governing body of the relevant

competition (e.g., IIHF, NCAA) specified by the Exchange. <hockey game> may be defined by the names of the teams involved, by the date of the game, by the stage of the season (e.g., regular season, playoffs, finals), as any hockey game within a set of hockey games (including within or representative of the whole season or tournament), or by distinguishing characteristics. <hockey game> may also take the forms “Any” or “None”.

<date> : <date> refers to a calendar date specified by the Exchange. The Exchange may list iterations of the Contract corresponding to variations of <date>.

Payout Criterion: The Payout Criterion for the Contract encompasses the Expiration Values that the number of <stat> recorded by <entity> in <time period> of <hockey game> is <above/below/exactly/at least/between> <count>.

Additional clarification(s):

- Statistics are considered final at the conclusion of <hockey game>. Corrections made afterwards will not affect the value of the Contract.
- If <time period> is specified in the Contract Title (e.g., “First to 2 goals in Period 1”), then <stat> must be achieved in that segment only; <stat> recorded outside of <time period> do not count.

Additional clarification(s):

- If <hockey game> is cancelled prior to scheduled commencement, all markets on <hockey game> will resolve to the last fair price as determined by the Exchange in its sole discretion.
- If <hockey game> is cancelled or abandoned after the start of the game and before 55 minutes of play have elapsed, and does not re-commence within forty-eight (48) hours, all markets except for final game score (which will resolve if the game reaches 55 minutes of gameplay, or if the league has declared the game’s outcome as official, regardless of minutes played) and markets for which the full encapsulating <time period>s have already elapsed or those for which certain strikes have been unconditionally satisfied, will resolve to the last fair price as determined by the Exchange in its sole discretion.
- If <hockey game> is delayed for forty-eight (48) hours or less, all markets on <hockey game> will remain open.
- If <hockey game> is delayed for more than forty-eight (48) hours, all markets on <hockey game> will resolve to the last fair price as determined by the Exchange in its sole discretion.
- If a given <entity> or <player> withdraws prior to the commencement of <hockey game>, the markets on <entity> or <player> performance in <hockey game> will resolve to the last fair price as determined by the Exchange in its sole discretion.

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- If a given <entity> or <player> retires or is injured during <hockey game>, the markets on <entity> or <player> will settle based on the end-of-game statistics if <entity> or <player> have played for at least one (1) second.
- If a given <entity> or <player> is disqualified following <hockey game>, the markets on <entity> or <player> will settle based on the end-of-game statistics if <entity> or <player> have played for at least one (1) second.
- If data for the results of <hockey game> is delayed or unavailable, the Exchange may wait 24-hours for it to become available. If, after 24 hours, the data remains unavailable, all markets on <hockey game> that cannot be settled due to missing data will resolve to the last fair price as determined by the Exchange in its sole discretion.
- If there is a change to the format of <hockey game> that materially affects markets on <hockey game>, the affected markets may be resolved to the last fair price as determined by the Exchange in its sole discretion.
- If a season is truncated mid-season, all markets deemed to be affected (e.g. total points over a season) by the Exchange may resolve to the last fair price as determined by the Exchange in its sole discretion.

Minimum Tick: The Minimum Tick size for the Contract shall be $0.01.

Position Accountability Level: The Position Accountability Level for the Contract shall be $25,000 per strike, per Member.

Last Trading Date: The Last Trading Date of the Contract will be the same as the Expiration Date. The Last Trading Time will be the same as the Expiration time.

Settlement Date: The Settlement Date of the Contract shall be no later than the day after the Expiration Date, unless the Market Outcome is under review pursuant to Rule 7.1.

Expiration Date: The latest Expiration Date of the Contract shall be the third day following <hockey game>. If an event described in the Payout Criterion occurs, expiration will be moved to an earlier date and time in accordance with Rule 7.2.

Expiration time: The Expiration time of the Contract shall be 10:00 AM ET.

Settlement Value: The Settlement Value for this Contract is $1.00.

Expiration Value: The Expiration Value is the value of the Underlying as documented by the Source Agency on the Expiration Date at the Expiration time.

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Contingencies: Before Settlement, Kalshi may, at its sole discretion, initiate the Market Outcome Review Process pursuant to Rule 7.1 of the Rulebook. If an Expiration Value cannot be determined on the Expiration Date, Kalshi has the right to determine payouts pursuant to Rule 7.1 in the Rulebook.

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